**Game Design Document(GDD)**

Concept:

- the core concept is simple: escape the room;

- you awaken in a locked room, unable to escape;

- use environmental clues such as light and sound to determine what to do next;

- trigger pressure plates and solve puzzles to progress towards the exit;

Rules:

- no lose condition, apart from the feeling you're going to die in this room if you don't get out;

- anything that you can do, you are allowed to do;

- you win by finally exiting the room;

Requirements:

- Unreal's provided Starter Content pack;

- C++ code and Blueprint to encode behaviour;

- various sound effects to enhance atmosphere;

- Sketches for layout of room(s);

- Sketches for how puzzles work;